Credits

Designed by Garry Kitchen

Additional Design by
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Audio Director–Alex DeMeo

Original Musical Score by Mark Van Hecke

Game Instructions by Paula Polley

Package Design by W.R. Wentworth

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Printed in Japan

1 This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.

2 Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.

3 Do not clean with benzene, paint thinner, alcohol or other such solvents.

4 Store the Game Pak in its protective sleeve when not in use.

5 Always check the Game Pak edge connector for foreign material before inserting Game Pak into the Control Deck.

Ⓣ NES-9B-USA

GAME PAK INSTRUCTIONS

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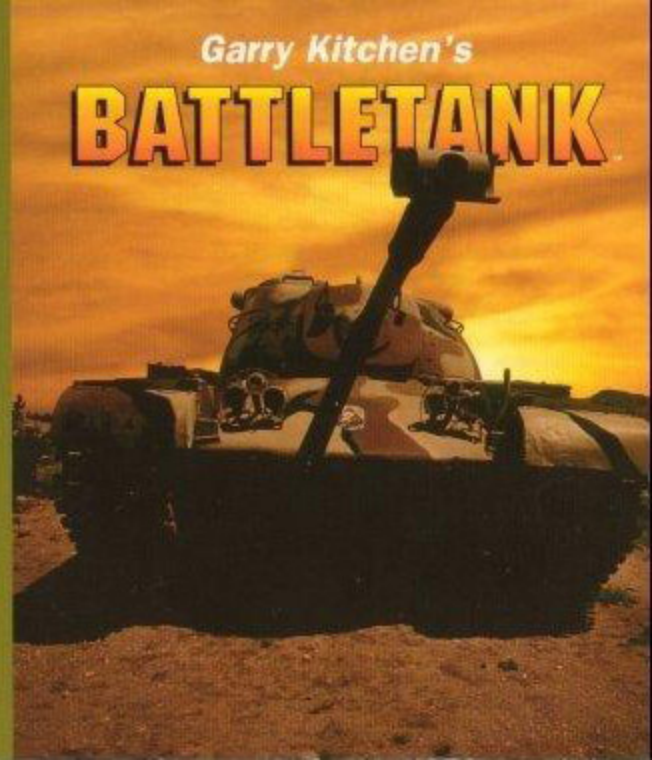

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Garry Kitchen, the author of **BATTLETANK**™ has been designing video games since 1979. His first games were the landmark Atari 2600 version of **Donkey Kong**™ (Coleco) and his original creation, **Keystone Kapers**™ (Activision), also for the 2600.

Garry's other products for Activision include **Designer's Pencil**™ and **Garry Kitchen's Gamemaker**™, both for the Commodore 64. His work on these titles led to his being named 1985's Video Game Designer of the Year by **Computer Entertainer** magazine. For the NES, Garry has worked on **Destination Earthstar**™ (Acclaim), **Stealth ATF**™ (Activision), and **A Boy and His Blob**™, Absolute Entertainment's award-winning first release.

Garry currently serves as President and CEO of Absolute Entertainment, Inc.

Smoke 'em Out!

Somewhere–deep, deep behind enemy lines–they're holding your NATO Commanding Officer hostage.

You know that there's convoy after convoy of enemy tanks out there–as well as enemy choppers, transformers, nuclear power bases, fuel tanks and more.

What you don't know is how deep you have to go into enemy territory. Or what lies at the end of each of their strongholds.

But that doesn't matter.

You're going in anyway. You've got to.

And besides, you're powering one of the toughest tanks ever assembled: the M1. Tons and tons of sheer steel power. Punctuated with one of the most effective 150 MM cannons ever to let go of a shell.

That doesn't mean your job's going to be a piece of cake. Hardly. It just means you may have a chance. A chance to go in there–all the way. A chance to smoke them out. And bring your Commanding Officer back alive.

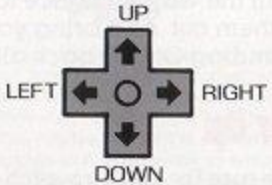
Power Up

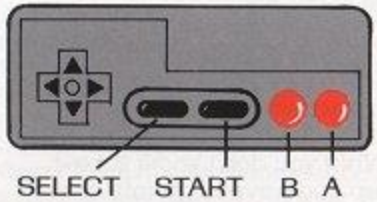
1. Make sure the power switch is OFF.
2. Insert the *BATTLETANK*™ CARTRIDGE as described in your NINTENDO® ENTERTAINMENT SYSTEM™ manual.
3. Turn the power switch ON.

TO START: Push the START BUTTON on the game controller.

Taking Control

The following illustration shows you the control points on your NINTENDO ENTERTAINMENT SYSTEM controller. Throughout this instruction book we will refer to these controls by the names indicated here.





TO STEER TANK–Press the RIGHT or LEFT ARROWS.
TO INCREASE SPEED–Hold down the B BUTTON and press the UP ARROW.
TO DECREASE SPEED–Hold down the B BUTTON and press the DOWN ARROW.
TO REVERSE DIRECTION–Hold down the B BUTTON and press the DOWN ARROW when stopped.
TO VIEW MAP–Press the START BUTTON.
TO SELECT A NEW WEAPON–Press the SELECT BUTTON.
TO FIRE A WEAPON–Press the A BUTTON.
TO LOWER CANNON OR WEAPONS SIGHT–Press the UP ARROW.
TO RAISE CANNON OR WEAPONS SIGHT–Press the DOWN ARROW.
TO PAUSE/UNPAUSE–Press both the A BUTTON and B BUTTON at the same time.

The Battle Screen

The main action takes place as seen from the driver's station of your M1. It is here that you select and fire your weapons. And this is where you come head-to-head against enemy convoys.

Here is what everything on the BATTLE SCREEN represents:

The Map Screen

You'll use the map screen in two very important ways:

1) Use it to move from point to point. Traveling great distances in the BATTLE SCREEN will take too long.
2) Use it to identify the location of enemies, mine fields, NATO headquarters and other important sites.

Here is what the symbols on the map screen stand for:

ENEMY TANK

MINE FIELD

ENEMY TRANSFORMERS

NATO HEADQUARTERS

ENEMY FUEL TANK

LOCATION OF ENEMY STRONGHOLD

ENEMY HELICOPTER

10 Treacherous Missions

There are 10 NATO missions in all. And, of course, each is more dangerous than the one before it. As you begin each mission, you will encounter more tanks, more mine fields and more surprises. But fortunately–to counter this–you will also have more experience, greater ability and more ammo.

Throughout each mission you'll engage in a number of military actions. Like eliminating enemy tanks and helicopters, avoiding mine fields and destroying enemy outposts. And at the end of later missions, you must attack a major enemy stronghold. These may vary from a simple bridge to a gigantic nuclear power plant. Every mission will be different.

VISITING HEADQUARTERS

On each mission (except the first two), you have an opportunity to visit at least one NATO headquarters. Here you can repair damage, refuel and rearm. But use this opportunity wisely. Once you've visited a headquarters, its supplies are depleted and it can't help you again. Some missions, though, may have up to *two* headquarters locations–so you can visit each one once.

ATTACKING ENEMY STRONGHOLDS

When you've destroyed all the tanks or other convoy elements within a mission, you will then take on the major stronghold of that mission. To do this, first go to the "X" on the map screen. You will then confront the stronghold or main objective of that particular mission. Fight hard. And fight well. You've come too far to give it up now.

A Word about your Weapons

Your M1 tank is equipped with 4 types of artillery. They are: a 150 MM cannon, a wire-guided shell, a smoke screen and a .50 caliber machine gun.

TO SELECT YOUR WEAPONS–press the SELECT BUTTON. Each time you press it, you'll notice that a different weapon is selected. Continue pressing the SELECT BUTTON until you reach the desired weapon.

These are your four weapons:

150 MM CANNON–This is effective against anything. Remember to adjust the angle of the cannon based on your distance from the enemy. The farther the enemy, the higher the angle.

WIRE-GUIDED SHELL–Use this to "lock on" to a rapidly moving target such as a helicopter or tank at long range. Its 2,000-meter guide-wire lets you track targets from great distances.

SMOKE SCREEN–Use this when the enemy is very close and you need a chance to regroup. The enemy won't be able to see you, so he'll cease firing. Meanwhile, *you* can still track *him* on the scanner and continue to fire.

.50 CALIBER MACHINE GUN–Works on all enemy targets. But remember; this type of machine gun can overheat. So use it in short punctuated blasts.

Settle the Score

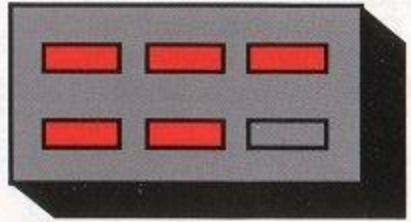
The points you earn for hitting and destroying different types of enemy targets are combined to produce your final score.

Here's what earns what:

ITEM	*POINTS*
DESTROYING MINE	10
HITTING ENEMY WITH MACHINE GUN	10
HITTING ENEMY WITH 150 MM SHELL	100
DESTROYING ENEMY	1,000

Sustaining Damage

Although your M1 is powerful, it's not invincible. Each hit it receives from the enemy is recorded on the DAMAGE WARNING METER.



When you receive 5 hits and all 5 lights are lit, a warning siren will sound and you'll have only one chance left to get repairs or avoid getting hit. If you are hit at this point, the game is over.

Tank Warfare Tactics

- You can adjust your speed any time–even when using the map screen.
- When moving between points, remain on the map screen until you reach your destination. Otherwise, travel time will be slowed down considerably.
- When battling another tank or shooting other enemy targets, keep your speed to around 25-30 KM/HOUR. Faster speeds may cause you to pass right by the enemy and will make it more difficult to hit your target.
- When things seem completely hopeless, remember: you always have your SMOKE SCREEN. The smoke cover will greatly reduce your chances of being hit by the enemy.
- If it seems like you'll never destroy a particular tank, just keep blasting it. It takes a lot of hits to totally blow one up.

Earn your Stripes

To earn your stripes, ace the game. Just send us a photo showing you together with the final "sunset" screen, and we'll send you an official BATTLETANK™ Officer's Commission (suitable for framing.)

Send your name and address along with your photo to:

ABSOLUTE
ENTERTAINMENT, INC.
P.O. Box 116
Glen Rock, New Jersey 07452

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Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the cartridge ("Cartridge") on which the Program is embodied will be free from defects in material and workmanship for a period of ninety (90) days from the day of purchase. If your Cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Cartridge during the warranty period, mail the entire Cartridge, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
P.O. Box 116
Glen Rock, New Jersey 07452
Tel: (201) 652-1227

We recommend that defective Cartridges be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Cartridges until they have been received by us at the above address.

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Compliance with F.C.C. Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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